

**PENGEMBANGAN MULTIMEDIA PEMBELAJARAN INTERAKTIF MATA
PELAJARAN INSTALASI TENAGA LISTRIK
DI SMKN 2 WONOSARI**

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ABSTRAK

Penelitian ini bertujuan untuk: (1) mengetahui prosedur pengembangan multimedia pembelajaran interaktif mata pelajaran Instalasi Tenaga Listrik untuk kelas XI kompetensi keahlian Teknik Instalasi Tenaga Listrik, (2) mengetahui tingkat kelayakan dari multimedia yang dikembangkan untuk mata pelajaran Instalasi Tenaga Listrik kelas XI di SMKN 2 Wonosari, (3) mengetahui respon penilaian siswa terhadap multimedia pembelajaran interaktif mata pelajaran Instalasi Tenaga Listrik kelas XI program keahlian Teknik Pemanfaatan Tenaga Listrik.

Penelitian yang digunakan penulis merupakan jenis penelitian dan pengembangan (*research and development*). Model pengembangan produk mengadaptasi model pengembangan ADDIE oleh Willian W. Lee dan Diana L Owens yaitu *Analysis, Design, Development, Implementation, and Evaluation*. Teknik pengumpulan data dilakukan dengan observasi, wawancara dan angket. Tahap pengujian kelayakan dilakukan oleh dua ahli media dan dua ahli materi. Pengujian aplikasi multimedia pembelajaran interaktif dilakukan pada kelas XI TITL SMK N 2 Wonosari yang melibatkan 32 siswa kompetensi keahlian Teknik Instalasi Tenaga Listrik. Teknik analisis data yang digunakan adalah teknik analisis data deskriptif.

Hasil penelitian ini adalah: (1) menghasilkan multimedia pembelajaran interaktif mata pelajaran instalasi tenaga listrik yang terdiri dari tujuh komponen utama, yaitu KI/KD, materi, simulasi, evaluasi, referensi, profil dan petunjuk penggunaan, (2) hasil penilaian kelayakan multimedia pembelajaran interaktif mata pelajaran instalasi listrik oleh ahli media mendapatkan rerata skor 89 dari skor maksimal 100 dengan kategori “Sangat Layak”. Hasil penilaian oleh ahli materi mendapatkan rerata skor 86 dari skor maksimal 104 dengan kategori “Sangat Layak”, (3) respon penilaian siswa terhadap multimedia pembelajaran interaktif berdasarkan aspek desain pembelajaran, tampilan/komunikasi visual dan rekayasa perangkat lunak/program mendapat rerata skor 105,7 dari skor maksimal 120 dengan kategori “Sangat Layak”.

Kata Kunci: Multimedia pembelajaran interaktif, instalasi tenaga listrik

**DEVELOPMENT OF INTERACTIVE LEARNING MULTIMEDIA
FOR SUBJECT MATTER OF ELECTRICAL POWER INSTALLATION
IN SMK NEGERI 2 WONOSARI**

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ABSTRACT

The aims of this study are: (1) know the procedures for developing interactive multimedia learning subject for 11th grade class of Electrical Power Installation for competency in Electrical Power Engineering, (2) Know the level of feasibility of multimedia developed for subjects in class XI Electric Power Installation at State Vocational High School 2 Wonosari, and (3) know the responses of student assessments about interactive multimedia learning subjects was carried out on 11th grade class of Electrical Power Installation subjects in the Electric Power Utilization Engineering expertise program.

This study used research and development methodology (research and development). The product development model adapts the ADDIE development model by Willian W. Lee and Diana L Owens, namely Analyzing Design, Development, Implementation, and Evaluation. The data collection techniques were conducted by observation, interviews and questionnaires. The feasibility testing carried out by two media experts and two material experts. The testing of interactive learning multimedia applications was carried out on 11th grade class of Electrical Power Installation Techniques in State Vocational High School 2 Wonosari, which involved 32 students competency in Electrical Power Engineering and the data analysis technique used is descriptive.

The results of this study are: (1) produce interactive learning multimedia on electric power installation subjects consisting of seven main components, namely KI/KD, materials, simulations, evaluations, references, profiles and instructions for use, (2) the results of the feasibility assessment of interactive learning multimedia subjects in electrical installations by media experts shows an average score of 89 out of 100 and category as highly feasible. The results of the assessment by the material experts shows a mean score of 86 out of 104 and category as highly feasible, (3) the response of student assessment of interactive learning multimedia based on aspects of learning design, display/ visual communication and software/program shows an average score of 105,7 out of 120 and category as highly feasible.

Keywords: Interactive learning multimedia, electric power installation.